

## ***Freestyle Good Bye!***

This assignment is up to you --- it's the final assignment, show off what you have learned. The assignment should be of a complexity that displays maturity in programming. It can be anything you want it to be, just be aware that it should be doable in two weeks. A 3D physics simulation would probably be too hard (if programmed from scratch). The assignment can be of any type:

- a video game (animated/not animated)
- an extension to a tool (you could create extensions to SimpleGUI)
- a tool (you could create a drawing program, or a scientific function plotter)
- artwork (an animated kaleidoscope would be nice)
- a GUI wrapping a data structure/algorithm (a pocket calculator with graphical input, a general graph plotting routine)

You are certainly allowed to use more than your 2168 knowledge. For example, if you are interested in networking, you can write a communication application that uses the network to transmit messages. If you are interested in sound, you might want to check the MIDI routines JAVA offers.

Be creative. Ask your co-students for ideas. Browse the web for ideas.